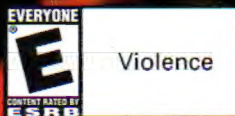


WHAT'S FOOTBALL
WITHOUT THE BLITZ?
AVAILABLE NOW



MIDWAYSPORTS.NET



NFL © BLITZ © 2003 © 2002 Midway Amusement Games, LLC. All rights reserved. BLITZ, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. © 2002 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially Licensed Product of Players Inc. The Players Inc logo is a registered trademark of the NFL Players. www.nflplayers.com © 2002 Players Inc. Used by permission. Distributed under license by Midway Home Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.

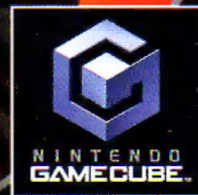
MIDWAY GAMES WEST INC
675 SYCAMORE DRIVE
MILPITAS, CA 95035

EmuMovies

PRINTED IN USA

freegamemanuals.com

CHRIS PRONGER <<



INSTRUCTION MANUAL

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



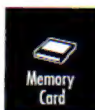
This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

TABLE OF CONTENTS

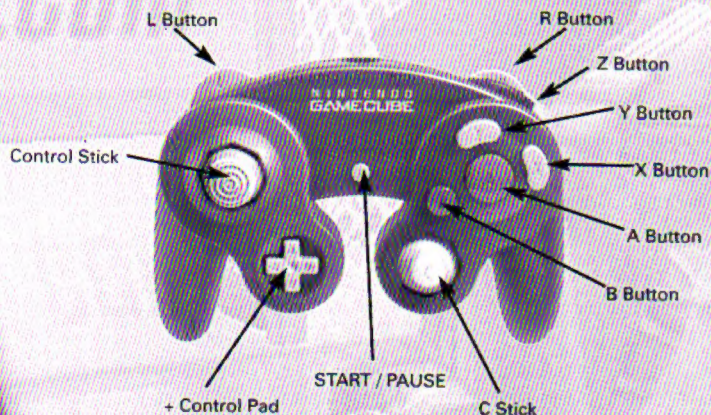
Getting Started5
Default Controls6
Main Menu7 - 11
Creating or Acquiring Players12
Options13 - 17
Pre-Game Setup18
Game On!19 - 21
Intermissions22
Pause Options23
Creditz25 - 26
NHL Hitz 20-03 Music27 - 28
Warranty30

GETTING STARTED

THE NINTENDO GAMECUBE™ CONSOLE



USING THE NINTENDO GAMECUBE™ CONTROLLER

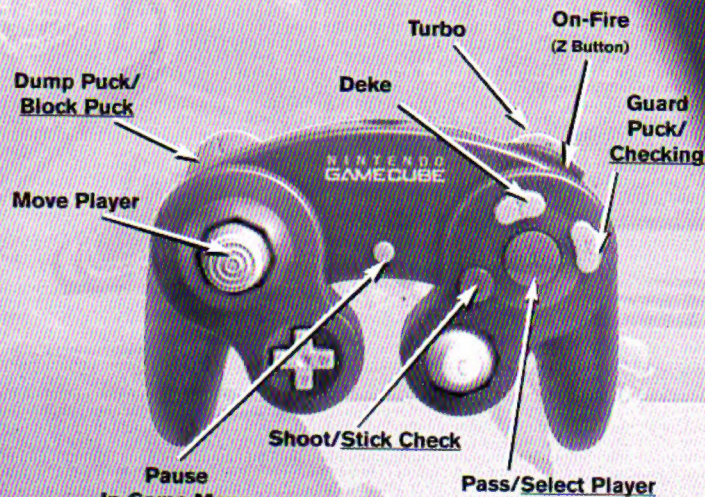


NHL HITZ IN-GAME HELP

On all NHL Hitz menus, you can press the **Z Button** to view in-game help menus that might answer any questions you have about a particular game mode or option. If your question isn't answered using in-game help, we suggest reading through this manual for any questions you need answered.

DEFAULT CONTROLS

WITH PUCK / WITHOUT PUCK



ADVANCED CONTROLS

Fake Shot = Hold down Shoot, then press Guard Puck

Fake Shot, Pass = Hold down Shoot, then press Pass

One-Timer = Press Pass, then Shoot

Fake Shot, Pass, One-Timer = Hold down Shoot, then Pass, then Shoot

DEFENSE

Reach for Loose Puck = B Button

MENU/SUB-MENU NAVIGATION

Throughout this manual, Up, Down, Left and Right will signify pressing Up, Down, Left and Right on the Control Pad. To navigate through the game menus (i.e. Options), use the Control Pad (Up, Down, Left or Right depending on the menu) to highlight a selection.

MAIN MENU

EXHIBITION

Play a quick Exhibition game. You'll choose sides (Home or Away), then choose teams and players to take to the ice. For the quickest path onto the ice, hold the R Button and use the NHL Hitz 20-03 Quickstart feature.



FRANCHISE

NHL® Hitz 20-03 includes a single team franchise mode that lets you create a team and attempt to become #1 in the world by winning games. After beating the best 'World' team in the game, the team receives an invitation to join the NHL and is allowed to erect a stadium in the hometown location of their choice. Once selected, you can either create a New Franchise, or Load an already created Franchise.

NEW FRANCHISE

ENTER NAME

You'll first need to name your new Franchise. Press the Control Pad Up, Down, Left or Right to highlight a character, then press the A Button. Repeat the process until you've spelled the name, then select End.

DIFFICULTY

Select the game difficulty that fits your skills: Rookie, Pro or All-Star.

CREATE YOUR TEAM

You can select Manual to create the team yourself, or select Automatic to have the CPU quickly create a team for you.

If you selected Manual, select from these options to create your franchise team:

NAME : Name your team (see Enter Name, above).

NICKNAME : Scroll through the list of preset team names to choose a nickname for your team. This name will be used by the announcer.

LOGO : Scroll through the various logos to select one you like. The logo also dictates the style of your team's uniform.

HOTSPOT : The Hotspot can be placed anywhere in the other team's zone. If you take a shot within the Hotspot, your chances to score will increase.

COACHING STYLE : Press the Control Pad Left or Right to select Offense or Defense, then press Up or Down to selected the type of offensive or defensive philosophy you'd like your team to have. Press the A Button to make your selection (see Coaching Strategies, pg. 20).



MAIN MENU

FRANCHISE (CONT.)

CREATE PLAYER

If you're creating your own team. Press the Control Pad Up or Down to highlight an option, then press the A Button to make a selection. Create each player using the following options:

NAME : Name your player (see Enter Name, previous page).

NICKNAME : Scroll through the list of preset player names to choose a nickname for your player. This name will be used by the announcer.

NUMBER : Give your player a number.

PREFERENCES : Decide your player's Stickhand, Preferred Position or Favorite Shot.

PLAYSTYLE : Select Style of play, and Height and Weight. Your attributes will vary depending on the options you select.

APPEARANCE : You can select various parts of your player's body and make detailed changes. Your attributes will vary depending on the options you select.

Repeat this process for each of the players you'll need to create. You'll be prompted when your team is complete. Choose Accept All to go to the Locker Room.

LOCKER ROOM

The Locker Room is the place to come to edit your team/players.

Choose from these options:

WORLD MAP

The World Map lets you navigate to go to Junior games, World Games and the Locker Room to modify your team. There are 8 rounds in Franchise mode. Each round has 4 Exhibition style games versus Junior League or NHL Teams. In the first two rounds, you'll play Junior teams, but in rounds 3 through 8, you'll play NHL teams.



JUNIOR AND NHL TEAM GAMES

Complete Tasks to fill your Experience Bar. Tasks appear on the World Map as you scroll from area to area. Read the tasks. As you complete them, a text overlay will appear on-screen. A full experience bar earns you bonus attribute points to distribute to your team.

WORLD GAMES

Defeating a world team earns you Equipment that boosts your player's attributes.

TEAM

Return to the Edit Team screen to make changes to your team.

PLAYERS

Return to the Create Player screen to edit your players.

MAIN MENU

FRANCHISE (CONT.)

EQUIPMENT

Equipment boosts players stats, so it's vital to gear them up. Now you can choose from any earned equipment you have in your locker. The default screen (first icon) displays your player's stats. You can Auto Assign the equipment or do it Manually by pressing the Control Pad Left or Right to select an icon representing a type of equipment. Next, press Down to access the equipment, then press the Control Pad Up, Down, Left or Right to highlight the items.

As you highlight equipment, a description will appear below. Look for advanced equipment (+5, +10, etc.), then press the A Button to put it on. The higher the equipment level, the better it is. Press the L or R Buttons to cycle between players.

CAPTAIN

Press the Control Pad Up or Down to select your team's captain. The captain will receive a +5 to all attributes.

EXPERIENCE

Once you've accumulated Experience Points, you can boost your player's attributes using the Experience Screen. Press the Control Pad Up or Down to select an attribute, then press the A Button to assign points to that attribute. Details regarding your accumulated points and the attributes are displayed to the right.

SEASON

Play an entire NHL® season using the team of your choice. Once you select this option, you can start a New Season or Load a previously created season. You can use one team for all your season games, or if you like, you can play as the opposing team. You can also import a completed Franchise team into Season mode.

When you start a new season, you'll go to the Season Setup Screen to make adjustments to these options:

MODE : Select to play an entire Season or Playoffs Only.

DIFFICULTY LEVEL : Select Rookie, Pro or All-star, depending on your experience.

NUMBER OF GAMES : Set your number of season games to 14, 29, 58 or 82.

PLAYOFF LENGTH : Choose 1 game or Best of 3, 5 or 7 games.

FANTASY DRAFT : Select the default NHL roster (OFF) or Fantasy Draft (ON).

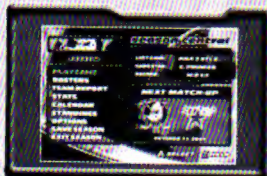
TRADE DEADLINE : Like the pros, establish a cut-off date to stop trades.

TRADE LOGIC : Avoid lopsided, unfair trades with the ON setting.

ALL-STAR GAME : Choose the type of All-Star matchup you'd like for your season.

CHOOSE USER TEAMS

Press the Control Pad Up, Down, Left or Right to highlight a team, then press the X Button to make it a User team (human controlled). You can make as many User controlled teams as you like.



MAIN MENU

SEASON (CONT.)

SEASON CENTRAL

The Season Central screen shows your next match-up, and offers several options to adjust prior to your game. Here are the options:

PLAY GAME

Hit center ice and get the game started.

ROSTERS

Make adjustments to your team's roster using the following options:

View Rosters : Press the Control Pad Left or Right to view each player on your team's roster.

Create Player : Create a Player or Goalie (see Create a Player, pg. 12, for details).

Trade Players : NHL Hitz allows you to trade players (see Trading Players, pg. 12).

Free Agency : NHL Hitz includes several free agent players available for your team. Press the Control Pad Up or Down to highlight a free agent, then press the A Button to sign him. If you have no room for a new player on your roster, you'll be asked to drop a player to make room for the free agent.

Jersey Numbers : If you don't like the default numbers on your players' jerseys, use this option to pick new numbers. Highlight a number. The player will appear in the above window. Now, press the Control Pad Up, Down, Left or Right to highlight a number, then press the A Button to choose the new number.

TEAM REPORT

Press the Control Pad Left or Right to select a team, then press Up or Down to highlight an option. Selected report information will appear to the right.

STATS

To view varying stats, press the L or R Buttons to select teams, then press the Control Pad Up or Down to highlight players. Press the Control Pad Left or Right to highlight a category, then press the A Button to sort. To view the Goalies, press the X Button.



CALENDAR

The L and R Buttons cycle through the months. Press the Control Pad Left or Right to select a team, then press Down to access the calendar. To have the CPU simulate a game, press the Control Pad Up, Down, Left or Right to highlight a day, then press the A Button. All games up to and including that date will be simulated. This allows you to speed through the season if needed.

STANDINGS

To view standings, press the L or R Buttons to select a Conference, Division or the League, then press the Control Pad Up or Down to highlight teams. Press the Control Pad Left or Right to highlight a category, then press the A Button to sort.

OPTIONS

See Options, pgs. 13 - 17.

SAVE SEASON

See Save Options, pg. 17.

MAIN MENU

MINI GAMES

Beat Mini Game Records to unlock Fantasy models. Here are the games:

THREE IN A ROW

Play Tic-Tac-Toe by shooting pucks at targets. You'll take on a friend or CPU to see who can get three in a row first. You can block your opponents shots or shoot already hit targets to change them to your own X or O.

OWN THE ICE

Grab the puck at center ice and try to skate over all 5 areas before your opponent can take away the puck. The area changes color to match your player indicator. The first player to own all or most of the areas wins.

KING OF THE RINK

Within a circular rink, check or sweep players to gain points. You'll earn extra points for knocking a player out of the rink. The most points wins!

KEEP AWAY

A team of 2 players keep the puck away from the opposing team and gain points for time of possession and for each successful pass.

SHOOTOUT

Players take turns as the shooter and goaltender to try to score or stop the puck. You'll have five chances. The player with the most goals wins. Ties result in Sudden Death rounds. Goalies can Poke Check and Body Check, and Saves are automatically thrown for you.

SHOOTING GALLERY

Take aim at building windows in this 2-on-2 Mini Game. The team that can break the most windows within the time limit wins.

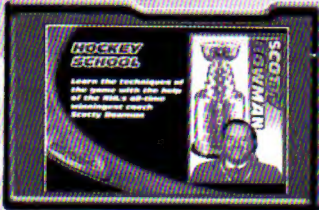
TOURNEY

Create and play a tournament versus NHL, Fantasy, Unlocked and Created teams. You pick the skill level (Rookie, Pro or All-Star) and number of games you'll play (ie. 1 game or best of 3, 5 or 7 games). You'll select a team, then go to the Tourney Central Screen. Here, you can view Rosters, Stats, the Schedule and Standings. You can also view tournament Options (see Options, pg. 13-17) or Save the tournament (see Save Options, pg. 17). As you win games, you'll advance toward the championship in the Quest for the Midway Cup!

HOCKEY SCHOOL

The NHL's all-time winningest coach, **Scotty Bowman**, takes you lesson-by-lesson through the various skills you'll need to be successful playing NHL Hitz.

You can manually select a lesson you'd like to take or simply press the **A Button** and go through each available lesson. Each lesson includes Scotty Bowman's audio instructions to walk you through. Following each completed lesson, you'll be brought back to the Hockey School Menu.



CREATING OR ACQUIRING PLAYERS

CREATE PLAYER

NHL Hitz 20-03 includes a great "Create Player" option for making your own all-star hockey player. Here's how to make it happen:



You can access the Create Player option within Season Mode. Select Rosters, then select Create Player. You can create a player or goalie. Select the type of player you want to create, then press your Control Pad Up, Down, Left or Right to highlight, cycle and adjust the following options.:

NAME : Spell out the name you want to appear on the player's back.

NICKNAME : NHL Hitz includes a large library of names the announcer will use in the game. Pick the one you'd like to hear as your created player makes plays.

NUMBER : Give your player a number.

PREFERENCES : Decide your player's Stickhand, Position and Favorite Shot (Favshot).

PLAYSTYLE : You're given 250 attribute points to distribute on top of your player's base play styles. Increase or decrease these attributes to create the type of player you have in mind.

APPEARANCE : Scroll through the many distinct physical attributes of your player. Adjust each one to create your player's outward physical appearance.

When you're finished, select **CONTINUE** to return to Season Central.

TRADING PLAYERS

Need a player for the Playoff stretch run? You can trade for players in Season Mode using the Rosters option on the Season Central Screen (see Season Central, pg. 11). To do so, press the L or R Button to toggle team rosters. Press the Control Pad Left or Right to select the teams you'll involve in the trade. At least one of the teams must be human controlled.



Once the teams are selected, press the Control Pad Up or Down to highlight a player. Do this for each team, then press the **A Button** to place him on the trading block. Press the **X Button** to make the trade.

NOTE: Sometimes trades are rejected if the players being traded have vast differences in their overall rating, play style or what the teams involved in the trade need. Also, Goalies cannot be traded for position players. Keep this in mind when you try to make trades.

FREE AGENCY

If creating and trading for a player won't help your team, try nabbing one off the waiver wire. Free Agency lets you pick up an available NHL or Franchise player. Here's how:

Press the Control Pad Up or Down to highlight a player. Their face and attributes will appear to the right. Press the Control Pad Left or Right to select the team you'd like them to join, then press the **A Button** to sign the free agent.

NOTE: Keep in mind that you won't be able to pick up players and keep the players you have. You'll need to release a current player on a teams roster to pick up a Free Agent. If you try to acquire a player while having a full roster, you'll be prompted to release a player.

OPTIONS

GAME OPTIONS

Press your Control Pad Up or Down to highlight an option, then press Left or Right to adjust these game options:



- GAME SPEED** : Choose how fast you'd like the players to move.
- SKILL LEVEL** : Select Beginner, Rookie, Pro or All-Star.
- PENALTIES** : Choose to have Penalties ON (called) or OFF (not called).
- FIGHTING** : Turn Fighting ON (fights occur) or OFF (no fights).
- TIE BREAKER** : Decide how to resolve tie games: Sudden Death (first goal scored in overtime wins) or Shootout (see Shootout, pg. 11).
If you want to decide during a game, select Choose In Game to make the decision at that time.
- MERCY RULE** : Choose the goal differential you'd like to use to avoid playing a complete game that's become a blowout. You can set the Mercy Rule option from 1 to 10 points or leave it OFF and let the game's final score stand.
- ADVANCED OPTIONS** : If you've created and saved any Advanced Options, you can select them here to apply them to your game (see pg. 15).

SOUND OPTIONS

Press your Control Pad Up or Down to highlight an option, then press Left or Right to adjust the volume for these audio options: Music Volume, Sound FX Volume, Crowd Volume and Broadcast Volume.

- BROADCAST SETTING** : Choose Play & Color (Play by play and Color commentary), Play by Play (play calling only) or None (no announcers).
- MUSIC SETTING** : Play Game Sound or the killer NHL Hitz SoundTrack.
- SPEAKER SETTING** : Choose Stereo or Mono sound.

JUKEBOX

Within the Sound Option menu, press the Y Button go to the Jukebox options menu. Press your Control Pad Up or Down to highlight a song from the soundtrack, then press Left or Right to turn it OFF or ON. To sample a song within the soundtrack, press the X Button.



OPTIONS

DISPLAY OPTIONS

As you play the game, there are many items of information on-screen during gameplay. Display Options allow you to determine what and how you want them displayed.

- CAMERA ZOOM** : Adjust the amount the camera zooms into the action as you play.
- CAMERA TYPE** : Choose the angle the camera places you in the action. Select Overhead, Ice (ice level) or Side (side view).
- AUTO REPLAY** : By default, goal scoring plays are followed by an instant replay. You can turn this feature ON or OFF.
- SCORE OVERLAY** : Choose to Show or Hide the score overlay as you play.
- TURBO METERS** : Show or Hide the turbo meters.
- SHOT SPEED** : Show or Hide shot speed.
- INDICATORS** : You can choose to identify players on the ice with a displayed player Name, player Number or the human User controlling the player. Select None for no indicator.
- HOT SPOT** : Show or Hide the Hot Spot.

ROSTER MANAGEMENT

Roster Management is used to update the NHL rosters across all game modes. This is most effective for updating rosters to keep them current with real NHL trades and free agency.

To manage team rosters, press the L or R Button to access the team window. Press the Control Pad Left or Right to select the team whose roster you'd like to adjust.

Once the teams are selected, press the Control Pad Up or Down to highlight a player in both windows. Press the A Button to make the switch.

NOTE: Trades will never be rejected within Roster Management, because this option is used to update rosters. Teams must still have a 9 player, 2 goalie roster. Goalies cannot be traded for players.

CONTROLLERS



NHL Hitz 20-03 includes six controller presets. Press the Control Pad Left or Right to cycle through the available presets (A through F).

To assign that preset to an existing saved User name, press the L or R Button. You'll toggle any saved names.

Press the X Button to turn the controller's Vibration feature ON or OFF.



OPTIONS

UNLOCKABLES

NHL Hitz 20-03 shows it's depth by allowing you to unlock a multitude of custom player Heads, Jerseys, player Models, Stadiums and Teams. You can unlock items in all game modes. For example, beat ing Mini Game Records, playing Exhibition games, winning a Tournament, completing Hockey School, playing Season or Franchise games and beating Hitz Recordz.



Press the L or R Button to view the 5 categories of unlockables. Press the Control Pad Up or Down to highlight an item. Below the item displayed is a description of what you need to accomplish in order to unlock that item.

ADVANCED OPTIONS

The Advanced Options feature allows you to make in-depth adjustments that affect all aspects of the game. Tweak and customize the gameplay and overall feel of the game as you see fit. Once selected, choose one of five Custom Slots to use to save your data.

Next, you'll go through 6 categories of options. You can then decide to increase or decrease values or turn options ON or OFF. Once these options are saved, you can then apply the custom options at the Game Options Menu (see pg. 13) prior to or during any game you play.

GAMEPLAY

Press the Control Pad Left or Right to increase or decrease:

- ON FIRE EFFECT** : Increase or decrease the chances the CPU catches On Fire.
- PUCK OUT OF PLAY** : Decide whether to keep the puck in play at all times (OFF) or let it go into the crowd (ON).
- LOSE FIGHT PENALTY** : A Player losing a fight is given a penalty (ON) or no penalty (OFF).
- BULLDOZER PUCK** : The puck knocks over players as though it were a bowling ball.
- PASS INTERCEPTION** : The CPU will intercept passes less or more often.
- POST WHISTLE TIME** : You'll be able to control your players a little longer after the whistle blows, allowing you to have a chat with your opponent.

A.I. (ARTIFICIAL INTELLIGENCE)

Press the Control Pad Left or Right to increase or decrease:

- CATCH UP LOGIC** : With the feature ON, players losing the game can put one in the net a little easier to catch up and keep things interesting. Turn this feature OFF to play straight up.

Press the Control Pad Left or Right to adjust the level of the CPU's Stick Check Frequency, Body Check Frequency, Deke Frequency and Guard Puck Frequency.



OPTIONS

ADVANCED OPTIONS (CONT.)

GOALIES

Finding it hard to score? Press the Control Pad Left or Right to increase or decrease:

- GOALIE FATIGUE** : Goalie Fatigue affects how easy it is to score.
- POSSESSION BONUS** : Be rewarded for dominating time of possession. Opposing goalies will become fatigued.
- SHOT BONUS** : Increase your chances of scoring when attempting more shots-on-goal.
- ATTRIBUTE BONUS** : Shooting attributes will have more or less affect than usual.
- ONE-TIMER BONUS** : Have one-timers pay off more or less frequently.
- OPEN SHOT BONUS** : A wide open shot at the net has more or less chance of scoring.
- HOT SPOT BONUS** : Shooting from the hot spot has more or less chance of scoring.
- BREAKAWAY BONUS** : Breakaways have more or less of a chance of scoring.

PLAYER ATTRIBUTES

Player Attributes can be modified to make all players play better or worse. Press the Control Pad Left or Right to increase or decrease:

- SHOOTING ATTRIBUTES** : Shooting attributes will have more or less effect than usual.
- CHECKING ATTRIBUTES** : Checking attributes will have more or less effect than usual.
- PASSING ATTRIBUTES** : Passing attributes will have more or less effect than usual.
- SPEED ATTRIBUTES** : Speed attributes will have more or less effect than usual.

FIGHTING

Getting beat up all the time? Press the Control Pad Left or Right to increase or decrease:

- FIGHT DIFFICULTY** : Increase or decrease the chances of winning fights versus the CPU.
- FIGHT HEALTH** : Increase or decrease the players' Health Meters.
- PUNCH DAMAGE** : Increase or decrease the amount of damage a punch inflicts.
- BLOCK PUNCH DAMAGE** : Increase or decrease the amount of punch damage inflicted when blocking a punch.
- MAX FIGHTS GAME** : Increase/decrease the maximum amount of fights per game.

VISUALS

The Visuals menu allows you to remove the look and sizes of player heads and the puck:

- PLAYER HEAD MODE** : Set the size of the controlled player's head to Normal, Big or Huge.
- TEAM HEAD MODE** : Choose Normal, Big or Huge head size for both teams.
- PUCK SIZE** : Increase or decrease the puck size.
- PUCK SHADOW** : Turn the puck's shadow ON or OFF.
- PUCK EFFECT** : Add an effect to the puck as it travels. Choose Streak, Trail, Blur or OFF.
- PUCK GLOW** : Choose a color for the puck's glow: Green, Yellow, Red, Blue or OFF.
- SHOW CROWD** : Show the crowd (ON) or remove it (OFF).

OPTIONS

USER RECORDS

Press the Control Pad Up or Down to view the records list. If you did well enough, your User Name should appear on the right. They are separated into 3 sections: Overall, Game and Mini Games.

USER STATS

When you enter a User Name at the Choose Sides Screen (see page 18), statistics will be accumulated and saved to that user name. You can then select this option to view stats from all the games you play using that user name.

More than one player may enter a user name, so the User Stats screen will display all stats associated with all saved user names.

Press the Control Pad Up or Down to highlight a name, or press the Control Pad Left or Right to highlight a category. The A Button will sort by the category selected. Because only 20 user names can be stored, you may have to delete one to create another. To delete a selected user name, press the X Button.



SAVE OPTIONS

NHL® Hitz 20-03 lets you save accumulated data if a Nintendo GameCube™ Memory Card is inserted in your Nintendo GameCube™. We highly recommend using a Memory Card to enjoy the many features you'll find in this game.

Data will be automatically loaded each time you start your console, as long as your Memory Card is inserted in MEMORY CARD slot 1-A or 1-B. This prevents you from having to go through the menus to adjust the settings to your liking each time you want to play the game.

The save option appears in several game modes and appears following each game mode (other than Exhibition). Once this option is selected, press the Control Pad Left or Right to select the Memory Card you'd like to save to (if you have more than one). When you have your Memory Card selected, press the A Button to begin saving.

It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned ON. Do not add or remove a Memory Card while saving is in progress.

CREDITS

View game credits of the people who stayed up late nights putting together NHL Hitz 20-03. As credits roll, enjoy a behind the scenes look at various events that took place during the making of this game.

MOVIES

Check out some extra DVD content created during the making of NHL Hitz 20-03.

PRE-GAME SETUP

CHOOSING SIDES

Prior to each game, select whether you want to be the Away or Home team. Press the Control Pad Up or Down to move your controller icon into a team window.

Press the X Button to enter a User Name, so stats accumulated in that upcoming game will be saved to that user name (optional). There's a maximum of 4 characters per name. Press the X Button once you've entered the name.

Press the Control Pad Up or Down to scroll through the letters, then press Left or Right to move to the next letter to spell out your user name.

Up to 4 controllers are displayed between the Home and Away window. Each player who wants to play must press the Control Pad Up or Down to choose a side, then press Left or Right to choose a team. Once all players have made their selection and entered a user name, press A Button to go to the Choose Player screen.



CHOOSE PLAYERS



Press the Control Pad Left or Right to scroll through the available players, then press the A Button to select a player. Do this for all three players and the goalie.

If you like, you can press the X Button to lock that player. When locked, you cannot switch to control any of your teammates. This option is most useful when playing multi-human player games. To toggle players' stats, press the Y Button.

CHOOSE JERSEYS

Press the Control Pad Left or Right to scroll through the available player jerseys for each team. As you play more and more games, new jerseys will unlock, so take some time to find the one you like. Press the L or R Button to toggle control of the teams. When you're finished, press the A Button to move on to the Stadium Select screen.



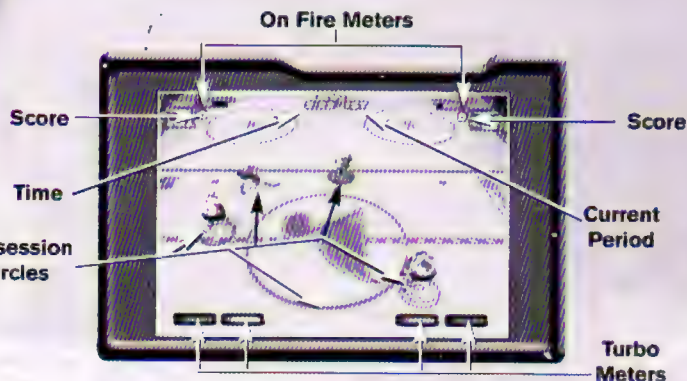
STADIUM SELECT

Press the Control Pad Up or Down to scroll through the available stadiums. Each stadium is displayed to the right of the selection window. All stadiums include additional information regarding the weather.



THE HUD

NHL® Hitz 20-03's Heads Up Display (HUD) is simple, so you won't be overwhelmed by on-screen information as you play. Review the illustration below to familiarize yourself with the HUD.



THE FACE-OFF

Possession of the puck means everything, so you'll want to win as many face-offs as possible. As you're face-to-face with your opponent, press the **A Button**, **X Button** or **Y Button**. They each do something different during the face-off. Whether you win or lose is based on the Button your opponent selects.

Basically, the **A Button** beats the **X Button**, the **X Button** beats the **B Button** and the **B Button** beats the **A Button**. If you both press the same button, the winner is determined by who pressed the Button first.

THE ONE-TIMER

When executed correctly, this is quite possibly the most difficult shot for any goalie to stop. With a teammate open and rushing (or near) the net, press the **Pass Button**, then quickly press the **Shoot Button** to execute a one-timer. You can perform this shot from anywhere on the ice, but shooting closer to the net will give you a better chance to score.

PLAYER INDICATORS

Colored circles appear under each human controlled player. The color is determined by which controller you're using [Blue (1), Red (2), Green (3) and Yellow (4)]. Colors appear at the Choosing Sides Screen before the game. See **Choosing Sides**, pg. 18).

TURBO METERS

Turbo Meters are displayed at the bottom of the HUD, and their colors correspond to the colors of the Player Indicators. Turbo (R Button) diminishes fast, but it will completely replenish in 5 seconds when released.

PASSING

As you play, you'll find out that every pass doesn't find its destination. Look for open lanes to avoid having the puck stolen. Use the **A Button** to pass the puck.

CHECKING

If you really want the puck, a nice hard Check should jar it loose from your opponent. Press the **B Button** for a **Stick Check** or the **X Button** for a nice **Body Check**. Add a little turbo to really send them flying.

BLOCKING SHOTS & PASSES

Take one for the team! Kneel down or lay down your stick to block an incoming shot or pass by pressing the **L Button** when a player is shooting a puck toward your net or passing to a teammate.

DEKE-SPIN/GUARD PUCK

Every player on the ice is going to be hitting hard to get possession of that puck, so you'll need some moves to avoid the hits. Try the **Y Button** to perform a **Deke-Spin** move to dodge a body check or press the **X Button** to guard the puck against a **Stick Check**.

FIGHTING

With enough hard hits on the ice, tensions build up, so you'll likely find yourself squaring off against an opponent. Be prepared, and try to get that first punch in. At the top of the screen is each player's energy bar. You run out of energy, you go down. Here are the fighting controls:

High Punch	A Button
Grab	X Button
Low Punch	B Button
Block	Y Button
Dodge	Left or Right

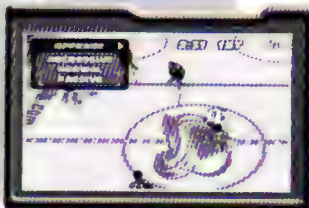


REMEMBER: The winning fighter and a teammate of the losing fighter serve a 30 second penalty. Teams will then play 2-on-2 until the penalty time is up (see **Penalties**, pg. 21).

COACHING STRATEGIES

COACHING STYLE ON THE FLY

During play, press the Right analog stick any direction to view the Coaching Style window. Press the **Control Pad Up**, **Down**, **Left** or **Right** to access the **Offensive** and **Defensive** options, then press any Button to make the change.



On **Offense**, choose a **Passive**, **Aggressive** or **Normal** offense, and on **Defense**, choose **Zone**, **Man-on-man** or **Cherrypick**.

GAME ON!

ON FIRE

Hard hitting and defense has it's rewards. When you lay some hard hits on your opponent or make some nice defensive plays, your On-Fire meter will increase.

Your On-Fire Meter has two parts. As it fills up, the first half (Blue) will fill, followed by the second half (Yellow). When the blue half is filled, your player will begin to smoke. At this time, you can press the Z Button to have the smoking player burst into flames.

When you catch fire, all your attributes will increase 20%, so your success rate on the ice will also increase. Listen to the announcer as well. He'll clue you into the fact that a player is ready to go on-fire. You'll be on-fire for 30 seconds. You can also initiate On-Fire during a fight to increase your chances of winning.

TEAM FIRE

If you resist using the first half of the On-Fire Meter, the second half will turn red and flash, and all your players will start smoking. When they all start smoking, press the Z Button to watch them all burst into flames.



PENALTIES

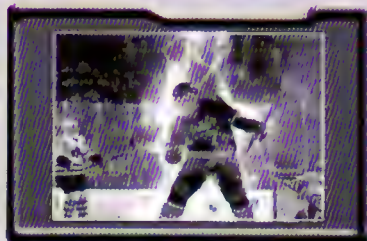
Penalties are administered to players following a Fight or when a player hits the Goalie. This penalty results in a Power Play.

FIGHTING PENALTY

The winning fighter and a teammate of the losing fighter serve a 30 second penalty. Teams will then play 2-on-2 until the penalty time is up. The losing fighter will be out the remainder of the game.

HITTING THE GOALIE - The Power Play

When Hitting the Goalie is called, play will stop and one player will enter the Penalty Box. The opposing team will then go on a Power Play, giving them a one player advantage over the other team for the next 30 seconds.



INTERMISSIONS

SUBSTITUTIONS



Between periods, you'll have an opportunity to substitute one or all players.

If a player has been penalized, the word "Penalized" will be displayed below his picture. If a player loses a fight, the word "Out" will be displayed.

At the Substitution Screen, press the Control Pad Left or Right to cycle through the available players, then press the A Button. If needed, repeat this process for all players.

Press the Y Button to toggle between Attributes and the Overall vital stats (height, weight, handedness).

FINAL GAME STATS



Once the game has ended, you can go to Stats Central to view Team stats, Player stats and User stats. The Game Stats Screen displays the breakdown of final stats for the game.

TRIVIA

In all game modes, you can play Trivia to test your knowledge of the game. Read the question, and answer as quickly as possible. The clock is ticking. Correct answers are tracked and accumulated in your personal stats. If you answer correctly, your stats will be updated. Once you've earned enough Trivia points, new items will unlock (see Unlockables, pg. 15). The value of trivia points varies. Easy questions are worth 1 point, Medium (2 points) and Difficult (3 points).



PAUSE OPTIONS

PAUSE OPTIONS MENU

At anytime during the game, press **START** to pause the game and display the Pause Menu.

It contains standard game options to make adjustments to your current game.

REPLAY



You'll quite likely make some incredible plays that you'll have to look at from all angles. Controls are listed on-screen. Press **START** to exit Replay.

OPTIONS

See Options, pgs. 13 - 17.

STATS CENTRAL

Press the the Control Pad Up, Down, Left or Right to highlight Team Stats, Player Stats, User Stats, Scoring Summary or the Penalty Summary. Press the **A** Button to sort by statistic. Descriptions for abbreviated stats are listed at the bottom of the screen.



USER CONTROL



The User Control Menu lets you switch teams at any point in the game. Simply press the Control Pad Left or Right to move your controller to the new team. This feature is especially useful in the event a friend joins or leaves a game in progress.

If a human player leaves, you can move their controller to the middle of the screen and let the CPU play out the rest of the game. If you move onto a player photo, you'll lock to that player.

CONTROLLERS

See Controllers, pg. 14.

EXIT GAME

Exit the current game in progress and return to Main Menu or specific Game Mode menu.

The ZAMBONIS

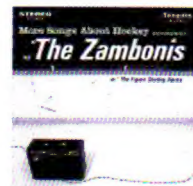
The World's Greatest (and Only) ALL Hockey Band!



You may have seen them on ESPN, in ROLLING STONE, or on the ice at the 2002 NHL All Star Game. Now hear their Hitz "Hockey Monkey", "Shot...Score!", "Breakaway" & "Slapshot Man" while you play NHL HITZ 2003.



T-Shirts



CDs



MP3s
PICS
VIDEOS

More

www.thezambonis.com

MIDWAY PRODUCTION

Producer	Jeremy Airey
Associate Producer	Matt Vella
Assistant Producers	Devin Shatsky & Darren Walker
Chief Technical Director	Paul Lefevre
Technical Director	Cha-Yuan Wang
Art Director	Craig Rundels
V.P., Business Development	Lee Jacobsen
Motion Capture	Josh Hutchins & Dan Camp
Product Testing Manager	Rob Sablan
Test Supervisor	Steve Kramer
Lead Product Analyst	Malcolm Scott & Adam Jones
Product Analysts	Gilbert Sandejas, Ryan Castiglia, Josh Palmer, Eddie Henning, Kumsone Mahavongsa, Rommel Abalos, Colin Payett, Seher Basak, Punn Wantrakoon, Glenn Hidalgo & Bobby Moore
Special Thanks	Scotty Bowman, Jason Barnes, Serena Chan, Regan Kerwin, Zach Wood, Cameron Bethelbutt, Brenda Wilson, Tim Kitzrow & Rshann Jahidi

MIDWAY SPORTS

Sr. VP Publishing	Mark Beaumont
VP Marketing	Helene Sheeler
Dir., Sports Marketing	Michael Lusteneberger
Product Manager	Phil Marineau
Project Coordinator	May Cam
Dir., PR and Promotions	Marci Ditter
PR Manager	Jay Boor
Support	Tim Granich & Tim Mulligan
VP Licensing	Steve Booth
Sr. VP Sales	Dave Cox
VP Sales	Melani Windham
Dir., Channel Marketing	Christa Wittenberg
Dir., Internal	Dave Tokheim
Flash Artist	Dawson Vosburg

CREATIVE SERVICES

VP Creative Services	Debbie Austin
Project Manager	Erin Shems
Project Coordinator	Sally Nichols
Creative Designer	Ron White
Sr. Manager Documentation	Jon Mongelluzzo

LEGAL

Debbie Fulton, Mike Burke, Rob Gustafson & Mary Morris

GREEDY PRODUCTIONS, LTD.

Opening FMV

Art Director	Tavis Dunn
Post Supervisor	Aaron Mooney
Producer	Victor Lucas

SPECIAL THANKS

Chris Pronger - St. Louis Blues, Jaime Rolph, Maissa Dauriac - Syncope Entertainment
 NHL - Gary Bettman, Brian Jennings, Dave McCarthy, Linda Santiago & Catherine O'Brien
 NHLPA - Marty McQuaig & Mike Ouellet

Ron Ludlow, Tom Taylor, Doris Lynch, Diane Barton, Xina Matthews, Echo Storch,
 Ann Denton, David Greenspan, McFarlane Toys, AbFab Inc., Manning, Salvage &
 Lee, Ayzenberg, Horizon, Visionworks, The Hockey Company, Bauer/Nike
 Hockey, Easton, Itch, Louisville & Sherwood - Drole

BLACK BOX

Programmers

Front End	Scott Bristow
Gameplay	Chris Robertson
Rendering	Daniel Chitan & Spencer Craske
Rendering/Tools	Jason Dorie
Rendering/Special Effects	Stephen Friesen
AI/Gameplay	Eric Randall, Rod Higo & David Catlin
Front End/Tools	Michael Hughes
Physics	Chris Lippman
Crowd AI/Commentary	Boris Skuin
Front End Lead	Eric Turnel

Artists

Stadium Lead	Jon Adkiss
Animation	Justin Bullard & Stefan Sorenson
Animation Lead	Jason Carr
Stadiums	Grant Carless & Casey O'Brien
Faces/Textures	Elizabeth Metzker
Lead Modeller	Rob Oliveira
Front End Lead	Ryan Senger
Texture Artist	Emmanuel Seupidis
Animation Lead	Phil Tse

Sound

Sound Programming	Steven Brekelmans & Brian Green
Facial Animation/Lip Sync	Jen Hamilton
Sound Design	Kevin Krebs & Roger Savoie
Sound Editing	Steve Royea

Production

Producer	Douglas Trowsgard
Assistant Producer	Greg Lutzer

Design

Designer	Dan Sochan
----------	------------

Audio

Audio Scripting	Hames Marshall & Kristin Seller
Broadcast Voice	Tim Kitzrow
ColorCommentator Voice	Alan Smith

Black Box QA

QA Lead	Bryce Holliday
Testing	Paul Hegg, Garrett Knights, Dan Lindberg, Erik Mathany, Taylor Miller, Luis Moscoso, Matt Smiths & Alan Van Arden

Admin Support

Wrench Monkey	Nicholas Burke & Stephen Oberg
BBG - Office Manager	Xenia Mul
BBG - Administrator	Amy Tipler
BBG - C.E.O.	Paul Tremblay

Additional Help

Tools	Aaron Arndt, Phil Ibis & Martin Sikes
Front End Scripting	Andrew Hume
Equipment Models	Laurie Kindiak
Player Portraits	Marcy Lucas
Fantasy Characters	Eric Testroete
Art Support	Derek Stenning, Craig Hui, Kalvin Lyle & Scott
LubkerAudio Scripting	Barren Barefoot & Mike Beaver
Sound Support	Steve Bocska
Sound Programming	Robinson Huff & Leonard Paul
Front End Music	Chris Peterson
World Music	Dan Fung

Rob Zombie

"Feel So Numb"

"Feel So Numb"

(Rob Zombie, Scott Humphrey)

(c)2002 WB Music Corp. (ASCAP) Demonoid Deluxe Music (ASCAP) & Bug Music (SESAC)

All Rights On Behalf Of Demonoid Deluxe Music Administered By WB Music Corp.

All Rights Reserved. Used By Permission

Performed by Rob Zombie

Courtesy of Geffen Records

Under License from Universal Music Enterprises

Powerman 5000

"Bombshell"

"Bombshell"

Words by Spider

Music by Powerman 5000

Copyright (c) 2001 DreamWorks Songs (ASCAP)/Soulsuck Music (ASCAP)

Worldwide rights for DreamWorks Songs and Soulsuck Music administered by Cherry Lane

Music Publishing Company, Inc. (ASCAP)

All Rights Reserved. Used By Permission

Performed by Powerman 5000

Courtesy of Dreamworks Records

Under License from Universal Music Enterprises

Moby

"We Are All Made of Stars"

"We Are All Made of Stars"

(Richard "Moby" Hall)

(c)2002 Warner-Tamerlane Publishing Corp. (BMI) & The Little Idiot Music (BMI)

All Rights on Behalf of The Little Idiot Music (BMI)

Administered by Warner-Tamerlane Publishing Corp.

All Rights Reserved. Used By Permission

Performed by Moby

Courtesy of V2 Records

Incubus

"Circles"

"Circles"

By Brandon Boyd, Michael Einziger, Alex Katunich, Jose Pasillas II and Chris Kilmore.

(c) 2001 EMI APRIL MUSIC INC. and HUNGLIKEYORA MUSIC.

All rights controlled and administered by EMI APRIL MUSIC INC. (ASCAP)

All rights reserved. International copyright secured. Used by permission.

Performed by Incubus

Courtesy of Epic Records

By Arrangement with Sony Music Licensing

www.enjoyincubus.com

Incubus

"Circles"

"Circles"

By Brandon Boyd, Michael Einziger, Alex Katunich, Jose Pasillas II and Chris Kilmore.

(c) 2001 EMI APRIL MUSIC INC. and HUNGLIKEYORA MUSIC.

All rights controlled and administered by EMI APRIL MUSIC INC. (ASCAP)

All rights reserved. International copyright secured. Used by permission.

Performed by Incubus

Courtesy of Epic Records

By Arrangement with Sony Music Licensing

www.enjoyincubus.com

Hoobastank

"Pieces"

"Pieces"

(Doug Robb, Daniel Estrin, Markku Lappalainen, Chris Hesse)

(c)2001 WB Music Corp. (ASCAP) & Hoobastank Music (ASCAP)

All Rights on Behalf of Hoobastank Music (ASCAP)

Administered by WB Music Corp.

All Rights Reserved. Used By Permission

Performed by Hoobastank

Courtesy of Island/Def Jam Music Group

Under License From Universal Music Enterprises

Drowning Pool

"Sinner"

"Sinner"

Written by Dave Williams, Mike Luce, C.J. Pierce, Stevie Benton

Performed by Drowning Pool

Published by Pounding Drool Music / Renfield Music (ASCAP)

All rights administered by Renfield Music

Courtesy of Wind-up Entertainment, Inc.

The Zambonis "Breakaway" Words and music D Schneider, P Katis, T Katis, J Alej 1999 BMI Courtesy of Tarquin Records

The Zambonis "Slapshot Man" Music by Jon Alej Words D Schneider, P Katis, T Katis, J Alej 1999 BMI Courtesy of Tarquin Records

The Zambonis "Shot Score" Words and Music by T Katis, P Katis, J Alej, D Schneider 1995 BMI Courtesy of Tarquin Records

The Zambonis and James Kochalka Superstar "Hockey Monkey" Words and Music by J Kochalka, P Katis, J Alej, D Schneider,

T Katis 1999 BMI Courtesy of Tarquin Records

**WE CALL IT SLUGFEST
FOR A REASON.**

AVAILABLE NOW

**MLB
SLUGFEST
2003**



IGNITE YOUR GAME



Comic Mischief
Violence

MIDWAYSPORTS.NET

MLB® Slugfest® 2003 © 2002 Midway Amusement Games, LLC. All rights reserved. SLUGFEST, MIDWAY and the Midway logo are trademarks of Midway Amusement Games, LLC. Used by permission. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official web site at MLB.com. MLB® - Official Licensee. Major League Baseball Players Association. Visit the Players Choice on the web at www.playerschoice.com. Distributed under license by Midway Home Entertainment Inc. Distributed under license by Midway Home Entertainment Inc. ©2002 Hasbro/Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Games West, Inc.
675 Sycamore Dr.
Milpitas, Ca. 95035
www.midway.com

Midway Customer Support
(408) 473-9499

10:00am - 6:30pm / Central Time
Monday - Friday

Automated help line open 24 hours a day



Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

Dr. Muto © 2002 Midway Games West Inc. All rights reserved. MIDWAY and the Midway logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. DR. MUTO is a trademark of Midway Games West Inc. Distributed under license by Midway Home Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.